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ROGUE
TRANSMISSIONS

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TRANSMISSION RECEIVED

What started as an 8 page mission into The Dark Frontier continues to gain momentum. As of this writing, artwork continues to be developed for the Rogue Space Dark Edition rules book and by the end of Summer 2012 it should be available as digest sized hardcopy and as an Ebook.

More importantly, other explorers have discovered strange and interesting additions in Rogue Space. They continue to develop and expand upon the basic rules. In this Transmission you will see the work of Porky from Porky's Expanse blog and from GJ from Hereticwerks blog. Both are ardent supporters of the Rogue Space Project and their blogs continue to be a great resource and repository for additional Rogue Space material.

It is the support and creativity of fellow Dark Frontier Pioneers that keeps Rogue Space expanding, A list of bloggers you should be checking out frequently for ideas and more material is presented in alphabetical order below:

- http://hereticwerks.blogspot.com/
- http://miksminis.blogspot.com/
- http://thefairlyunkempt.blogspot.com/
- http://theporkster.blogspot.com/
- http://trollhammerpress.blogspot.com/

Others will appear in future issues as will some of their contributions. If you are developing or designing new material for Rogue Space you would like to share, let me know by email: **Roguespace@Frontier.com**
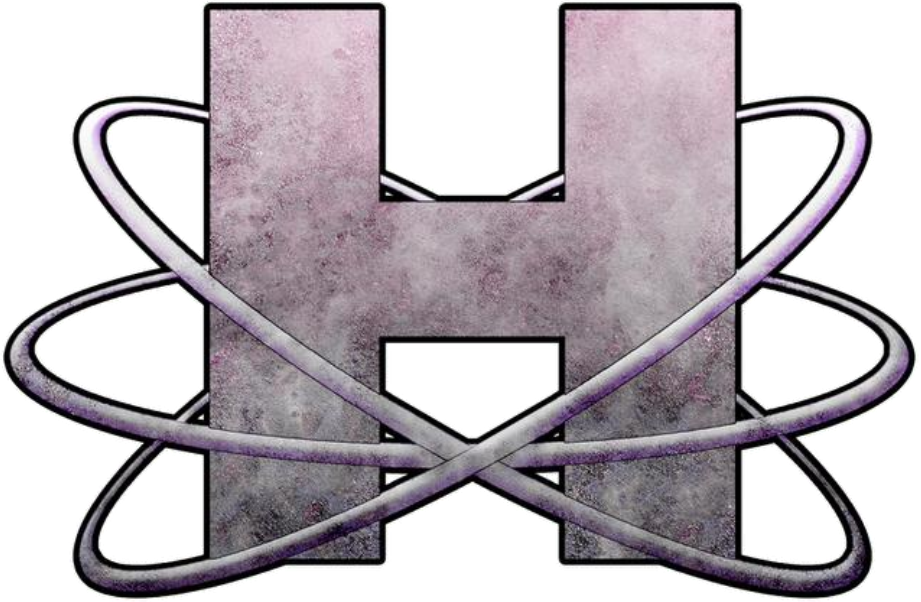
ROGUE SPACE

TRANSMISSION CONTENTS

THE HARTLEY BEQUEST

By HERETICWERKS

Founded by an illustrious (formerly notorious) Scientist-Condottieri during the close of the Irrational Interregnum as a bulwark against the encroaching forces of ignorance, intolerance and short-term greed, the **Hartley Bequest** provides sponsorships, scholarships and financial support to thousands of qualified students, researchers and even a few adventurer/explorers.

There are dozens of small, innocuous-looking micro-campuses sponsored and financed by the Hartley Bequest scattered across the academic landscape. None of them have ever been closed. Would-be protesters likewise have not had any success in attempting to sieze a micro-campus under whatever pretenses. These small but self-sufficient places of advanced learning and open information exchange are accorded all the rights and privileges of a full embassy, which is often over-looked by those governments who do not appreciate the principles of free scientific inquiry, self reliance and no tolerance for tyranny.

Unlike many of the surviving NGOs that have morphed into world-spanning logistical networks that have increasingly become politically ineffective due to their emphasis upon care-giving, the Hartley Bequest remains fully independent, outside of all governmental regulation, and very adept at making those politicians who attempt to interfere with them to quickly leave politics or just plain disappear.

Some people feel that it is a bit strange that an organization that is mostly just a dispensary of scholarships or a source of funding for research would also have a very elite security branch. They do. In fact the Scientist-Condottieri of the Hartley Bequest are some of the most well-trained, heavily-armed, best-equipped and ultra-mobile professional mercenaries that can be hired...but they seldom work for simply money.

The Hartley Bequest is dedicated to protecting and expanding the body of knowledge available to all sentient beings who voluntarily agree to the basic principles upon which this organization was founded:

Liberty, Reason, Equality, Fraternity, or Death.

But what kind of a trust fund would have a motto such as that carved above the primary entrances to every walled and fortified micro-campus they sponsor or support? Maybe the rumors about the Hartley Bequest having secret bases outside the boundaries of most stellar states are more than half-true...

Suggested Reading:
H. Beam Piper's ***Condottieri***, or ***Mercenaries*** (and just about everything else he wrote...)
Heinlein's Have Spacesuit, Will Travel & The Cat Who Walks Through Walls (Among many others...)
Gordon Dickson's ***Dorsai*** (As well as all the rest of the Dorsai/Childe Cycle series...)
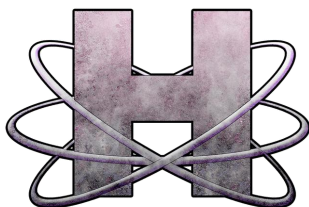
THE RILLIGONG

By HERETICWERKS

The Rilligong are huge pseudo-mammalian cyborg-creatures from a cluster of war-torn solar systems within the Sagittarius Arm of the Milky Way Galaxy. Their war-pods have spontaneously, simultaneously popped into position directly over several densely populated worlds thanks to what analysts are tentatively calling 'Ripple Drives.' The Rilligong are heavily armored, extremely hostile and well able to chop most regulation tactical units into debris while advancing behind a rolling plasma-barrage expertly coordinated between each individual field unit. How many more worlds will fall before someone discovers a way to stop these marauders?

Rilligong (type I)
P +3 **T** 1 **SZ** RB **MV** Biped (30') **AR** V/X **DM** V/X **HP** 12+ **SP** +

Rilligong are invaders from a cluster of worlds far removed from the Known Worlds. They are huge, powerful and have begun to attack several worlds simultaneously in what appears to be a massively coordinated effort.

Special: Rilligong continuously recover 2 hit points each round. They are also in continuous communication with each unit in their group allowing them to coordinate their efforts to suit prevailing conditions, adapt to surprises, call for reinforcements, focus their personal artillery to best effect, etc.

Gj
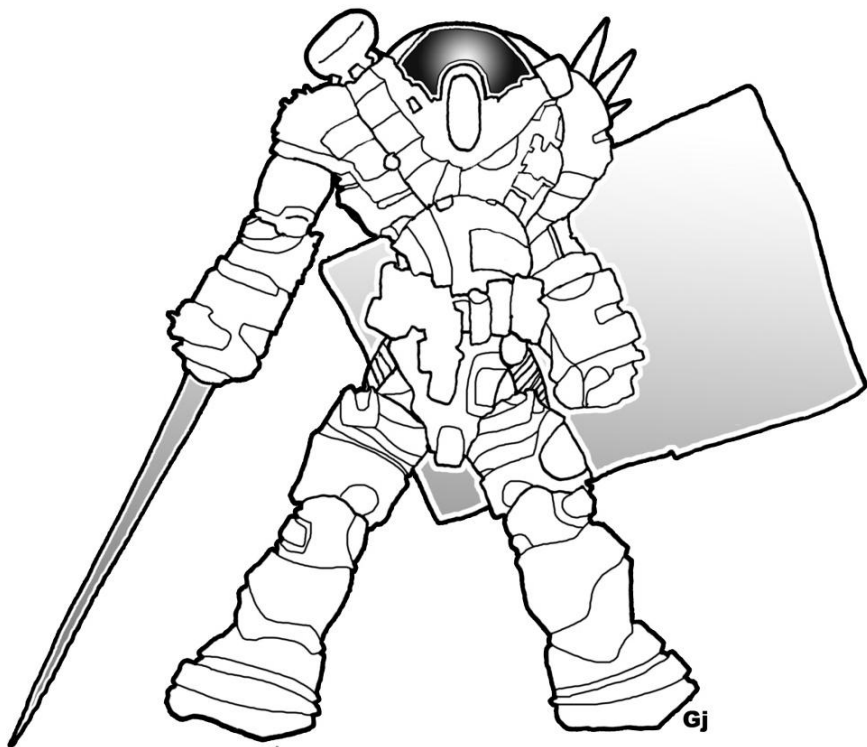
EQUIPMENT RULES
By PORKY

Nice Kit You Got There, Kid: Equipment Quality and Supply

Nice kit you got there, kid. Flash, real flash. You got a solar smile to go with it – I had one of those. Once. But those are supernova habits you're picking up: you'll empty those clips eventually. Every battery dies, and no armor can take all the punishment you're putting it through. What then? How long can you stay out on the frontier or the front line anyway, out in the thick of it? You'll need to head back into so-called civilization, stock up, get a refurb; blow those creds to keep yourself alive just a bit longer. And when you do go down, I'm a'be taking that gear. I want it working.

You heard the Squidman. Pay attention.

This is a set of optional, modular rules for weapons, armor, specialists and item availability. They were originally posted at Porky's Expanse!, but have since been reorganized, revised and expanded. Given Rogue Space is rules light, they're simple and fast, not to overload the in-game action the way the

big shots overload their kit. So use them wisely and well, and don't be scared to strip them down or upgrade. Load up and let's get going.

IN THE THICK OF IT

Blasts and spreads: At the discretion of the GM any weapon may have a radius or width at the target point, with this given as a Range, a specific distance or a calculation. A target struck directly suffers damage as normal; all else within the blast or spread suffers damage at one Rating less. The distance at which a missed shot lands, or passes the target, depends on the degree of failure, this determined by the GM. Blast (#) or spread (<) may be recorded on a weapon profile following Range.

Example: A shot with a Dephaser (XL - L<S) fails to hit by a narrow margin. However, the beam does still pass within Range S, catching the target and a companion and doing H damage to each.

Ammo and charge: Instead of recording individual rounds and units of charge for weapons that require them, any attack roll which produces a high double may indicate that the weapon has only enough ammo or charge for one more attack after the current attack is resolved. Specifically, weapons with a damage Rating of S have one attack remaining on a double 6, M on a double 5 or 6, V a double 4, 5 or 6 and X a double 3, 4, 5 or 6 (S = double 6, M = double 5-6, V = double 4-6 and X = double 3-6). The GM may raise or lower any probabilities at his or her discretion to better represent a given weapon or situation.

Jams and failures: To represent complexity in weapons, any roll to attack which produces a low double may indicate that the weapon has jammed or otherwise failed, and may not be used until the problem is resolved. Specifically, weapons with a damage Rating of S jam or fail on a double 1, M on a double 1 or 2, V a double 1, 2 or 3 and X a double 1, 2, 3 or 4 (S = double 1, M = double 1-2, V = double 1-3 and X = double 1-4). If the weapon has a blast or spread, there is a 1 in 6 chance that this is triggered, centred on the wielder and destroying the weapon completely. An attempt at resolving a problem in a weapon is a Repairing action of average difficulty; if a double 1 is rolled for the action, the weapon may not be used again until overhauled. The GM may raise or lower the probabilities at his or her discretion, to better represent age, quality and treatment.

*Note: If the rules for both **ammo and charge** and **jams and failures** are being used, a weapon with a Rating of X may suffer a jam or failure and have a single attack remaining on a roll of double 3 or 4. In this case the problem must be resolved before the final attack can be made.*

Armor degradation: To suggest wear and tear on armor, if the damage rolled for a single attack is 5 points or more higher than the Protection offered by the armor the individual wears, one piece of armor has its Protection reduced by 1 point, down to a minimum of 0. The piece of armor affected may be determined randomly or be that which is most exposed to the source of the attack, or any other at the discretion of the GM.

Example: A Rad-pirate wearing a Lead-lined Dresscoat (Protection 2) is struck by a Dephaser beam doing a damage of 8. The Protection is exceeded by 6, meaning the Rad-pirate loses 6 Hit Points and the Lead-lined Tunic drops to Protection 1.

Campaigning: For each full adventure which a character survives, the probabilities of a given attack causing a shortage of ammo / charge and a jam / failure increase by one degree, e.g. from a double 5 or 6 to a double 4, 5 or 6. At the discretion of the GM, the increase for the jam / failure may be avoided through maintenance, represented by a successful Repairing action of average difficulty per item taken between adventures.

Support networks and supply lines: Militias and military forces operating directly from a precinct or base, or otherwise sufficiently well-supported or supplied, may ignore the Campaigning rule and are assumed to have their weapons and equipment overhauled between adventures. Any other forces or parties in this position gain the same benefits.

SO-CALLED CIVILIZATION

Overhauling equipment: If an appropriate workshop is available or can be found, each weapon or piece of armor may be overhauled once per adventure survived. The cost of overhauling a given item is 1D6x10 creds multiplied by its highest Rating value (S=1, M=2, V=3 and X=4). Half of this cost is assumed to be parts, half labor. An overhaul allows a weapon to be used again or reduces the probability of a attack rolls causing a jam / failure by one degree; it restores 1 point of Protection to armor.

Finding specialists: A given location, service or specialist may be found in a population centre by means of a successful Acquiring test. The type sought must be specified in advance of the roll and the target number is based on the nature of both type and centre. The GM may wish to base the difficulty level on the type and the modifier on the centre.

Finding supplies: The GM gives each item a Rating for its rarity in a given location or region, or the whole campaign. Rarity is measured on the WARE scale.

W = 1 = Widespread = A large quantity widely used and easily accessible.
A = 2 = Appropriate = A reasonable quantity used by or accessible to many.
R = 4 = Rare = A small quantity used by or accessible to specific groups.
E = 8 = Exceptional = A tiny quantity, or unique item; difficult to acquire and hold.

Example: A keyring reactor may be appropriate on a technically advanced world, but Rare on the frontier. A fertile soil Widespread there may be Exceptional on an orbital. Everything may be Exceptional in deep space.

The two basic approaches to finding supplies are What You See Is What You Get (WYSIWYG) and Garbage In, Garbage Out (GIGO).

Using **WYSIWYG**, 2D6 is rolled and the Acquiring Attribute added. The GM may wish to apply a modifier based on the nature of the search or centre. The result is compared to the WARE scale. For each Rating equaled or exceeded, one item type of that Rating is available. For each multiple by which a Rating is exceeded, one extra type is found. The number is also the number of each type. Player and GM alternate selecting these types.

Example: A result of 6 exceeds the Widespread Rating (1) by 5, the Appropriate (2) by 4 and the Rare (4) by 2 and so turns up six items of six different Widespread types, three items of three Appropriate types and one item of a Rare, i.e. 46 items of 10 types.

Using **GIGO**, one item of any type and Rarity may be found by means of a successful Acquiring test. The type sought must be specified in advance of the roll and the target number is the rarity Rating. The GM may wish to apply a modifier based on the nature of the search or centre. For each multiple by

which the target number is exceeded, one extra item is found. The GM may allow consolation items to be found using WYSIWYG.

Example: If the target number is 4, a result of 9 exceeds it by 5, turning up two items.

Pricing: Each item introduced to the campaign is given a reference cost by the GM. This should be the average minimum cost in a location where it is very common. To find the price of a given item offered for sale, roll a number of D6s equal to the number of items of that type currently available and discard all but the lowest result; multiply by the reference cost.

Example: A keyring reactor has a reference cost of 50 CR. If three are available, three dice are rolled, for a 5, 4 and 2. The 2 is used: each item costs 2 x 50 CR, i.e. 100 CR.

I'M A'BE TAKING THAT GEAR

Starting equipment: Core starting characters begin with any number of Widespread items, up to 1d3 Appropriate items and up to 1d2-1 Rare, i.e. W / 1d3 A / 1d2-1 R. As an alternative to this, at the discretion of the GM, a character may have up to 1d6+3 Widespread, up to 1d2-1 each of Appropriate and Rare and up to 1 Exceptional, i.e. 1d6+3 W / 1d2-1 A / 1d2-1 R / 1 E.

MISSION TRANSMISSION
Mission #1 Lost

Setup:
The players on their way through space station literally run into a android servant and her owner. The android is on full alert, carrying a stun baton alternating calling out the name "Jidash" loudly and reassuring her owner they will find "it."

The Mission:
The owner, a Ms. Tradesh, has lost her pet in between flight changes on the station. She will pay the players 1000 credits if they can find her pet in the next 2 hours. She will vaguely describe her pet, does not have a picture of the pet on her and will keep focused and repeating on how rare the pet is an how she MUST find it!

Complications: The pet may be a lost animal, or it could actually be (pick or roll 1d6):

1) A sentient humanoid slave which escaped
2) A flying amoeboid purposely spreading a new plague across the station as the woman is an enemy agent.
3) An escaped swarm of nanobots now infesting and taking over the station.
4) No pet at all but the ramblings of an escaped military test patient with untapped psychic powers. The android is trying to lead her back into the military medical transport ship while sending the players n a fools errand.
5) A ruse to clear the characters away from the area before an enemy landing party boards the station.
6) The woman and android are part of a press gang and the pet story was a ruse to get the players to let their guard down so they could be surrounded. When the players turn to leave they will be hemmed in on both sides by stun baton wielding foes. They are being pressed onto a mining freighter bound for the Dark Frontier.

VEHICLE RULES
By PORKY

Smooth Runner: Vehicle Construction and Use

Over here – under the crawler! Last clip. I'm out. Get down – yow! That was close... Now what? We're well and truly sumped. Wait... Lookee up there – this things got some fiery-looking blazers in those sponsons. Gimme a leg up and I'll unhook us one. Okay, you do it then; that's it... Watch that funny-looking bit. Never seen me a ride like this... Wait - Where are you going? You know how to pilot that thing? Fifteen tentacles? You need a license fish-brain! You fire that up and it'll shake itself to bits. Mmm, smooth runner... But its pitch black! Whoah – that was close... Wait for me!

These organics comprehend. Trust the machine!

This is a set of **optional**, modular rules for creating and running vehicles. They were originally posted at Porky's Expanse!, but have since been revised and expanded. Given Rogue Space is rules light, they're simple and fast, not to overload the in-game action the way a cephalophex can overload our plasma distributors.

So go easy on the gears, and don't be scared to pop the hatch and soup us up.

Harness on, bio.

NEVER SEEN ME A RIDE LIKE THIS...
Vehicle construction follows the approach to ship construction, but using the acronym **CHASE**, standing for **Compartments**, **Hardware**, **Armor**, **Speed** and **Engineering**. Engineering takes the place of Structure as the overall total. The concept of the **Location** is also used; each compartment, weapon or operable system is one Location, as is the whole of Speed.

Compartments: Capacity for crew, passengers or cargo is up to five human-sized individuals or the equivalent per point spent on Compartments. The total number of points spent on Compartments is divided into any number of Locations. Each point spent allows one external hatch, door or ramp to be placed.

Example: A vehicle has six points spent on Compartments, with one forming a Cabin, one forming a Corridor and four forming a Hold, i.e. three individual Locations. Six point spent means up to six entrances may be placed, perhaps as two doors for the Cabin, a floor hatch for the Corridor and a top door and rear ramp for the Hold.

Hardware: Mounting capacity for weapons and operable systems is up to five per point spent on Hardware. This capacity may be distributed among weapons and other equipment at the cost of the Rating of the individual item (S=1, M=2, V=3 and X=4); excess capacity at one Location may not be used at another.

Example: An Extensor Arm (V) holding a Dephaser (X) forms one Location; the total capacity required is seven (V + X = 3 + 4 = 7). This requires two points spent on Hardware (5 < 7 < 10; 10 / 5 = 2) and the excess capacity of three is lost.

Armor: Armor may follow the approach for shielding or be represented by Protection as with body armor. If the latter, total Protection is 5 per point spent on Armor. This Protection is allocated among Locations, but each point of each Location must receive Protection. If a Location had less than one full point of Armour spent on it, it counts as having one for the purpose of allocating Protection.

Example: A Hold with four points of capacity has an overall Protection of 3 only if a total Protection of 12 is allocated (4 x 3 = 12); if less than 12 is available, 8 may be spent for an overall Protection of 2, or 4 for 1, while a total of 16 will required to raise overall Protection to 4.

Speed: The usual maximum movement rate of a vehicle is 5' per second. This is raised to the power of the number of nominal points spent on Speed, e.g. two nominal points spent on Speed = 5^2' = 5 x 5' = 25', while three nominal points spent = 5^3' = 5 x 5 x 5' = 125'. However, to represent mass, for every full 10 points of Engineering above 10 the cost in actual points for each nominal point of Speed rises by one.

Example: A vehicle with one nominal point of Speed (up to 5') but 35 points of Engineering (two full 10s above 10, i.e. plus two) pays three actual points. If the same vehicle had two nominal points of Speed (up to 25'), it would pay six.

A vehicle with two or more nominal points spent on Speed may also skim terrain, while a vehicle with three either skims or flies, and a vehicle with four or more must fly. Movement options are set during construction. The GM may set a maximum number of nominal points which may be spent on Speed. The additional speed provided by each nominal point is a speed band; a vehicle may accelerate or decelerate by no more than one band per turn.

Example: A vehicle with four nominal points of Speed is a flyer which may move at up to 625'. If it it moves between 625' and 125' in a given turn, it may decelerate to between 125' and 25' in the next turn.

Engineering: Given the mutual dependency of Speed and Engineering, construction may be simpler if a range is set for Engineering and a nominal total for Speed before spending on other attributes.

Note: If too little time is available for full construction, the vehicle can simply be given a movement type, compartments, key hardware, general armor and a top speed as and when necessary, with any fuller detailing and calculation carried out later.

KNOW HOW TO PILOT THAT THING?

Vehicle movement and combat can follow the rules for ship movement and combat, with the GM deciding how many and which of the various individual rules and options to use.

Alternatively, a vehicle can be thought of as a combination of its crew, with a) the crew moving together at the vehicle's speed, b) each able to drive / pilot or operate one item of hardware, or perform any other action, using the appropriate Attribute in each case, and c) receiving the Protection for the Location in which they are located. Systems may be integrated at the discretion of the GM, e.g. to allow the driver / pilot control of a weapon.

Under the Protection approach, a Location has 5 HP per nominal point spent on it; if a Location had less than one point spent, it counts as having one for this purpose. Loss of a full 5 HP from a Location is the loss of one point and the benefits of the Location are reduced by the same. Loss of HP may alternate between a Location and its occupants or affect the occupants only when a threshold is crossed, at the discretion of the GM.

Attackers may target individual Locations, the GM deciding difficulty based on facing, size and range; difficulty level could be based on facing and size, modifier on range.

FIFTEEN TENTACLES?

'Brawler's Crawler'

This ancient armored crawler lies abandoned and part overgrown by bluewood trees on the fringes of a fertile bogland. Hull and hardware design are unknown; the lettering and tentacle motif daubed across a flank suggest that it once belonged to a cephalophex going by the name of Brawler, with the incomplete shielding suggesting a brief period of Rad-pirate ownership. It has been adapted to run from an old-model keyring reactor, currently absent, but the large fuel tank still contains a small amount of liquid beneath a fungal crust.

C 40% [2] Cabin (top hatch, left side door) [2] Fuel tank (left side hatch) [8] Hold (top doors, rear ramp)
H 10% [1] Left sponson (Dephaser: XL - L<S) [1] Right sponson (Dephaser: XL - L<S) [1] Crane
A 40% [12] C: 3, 4, 4 H: 3, 3, 1 S: 2
S 10% [3] 5'
E 100% 30

Construction process: A range of between 21 and 30 points was set for Engineering, and one nominal point for Speed. This gave a cost of three actual points for Speed, leaving between 18 and 27 for Compartments, Hardware and Armor. Compartments received 12 points, divided among three Locations, and Hardware three points divided among three Locations, for a total spending on C, H and S of 18. This reduced the total remaining for Armor to between three and 12. The various Locations were allocated the following overall (O) and total (T) Protections: Cabin O3 T6 (T6 = O3 x 2 points of C); Fuel tank O4 T8 (T8 = O4 x 2 points of C); Hold O4 T32 (T32 = O4 x 8 points of C); Left sponson O3 T3 (T3 = O3 x 1 point of H); Right Sponson O3 T3 (T3 = O3 x 1 point of H); Crane O1 T1 (T1 = O1 x 1 point of H); Speed O2 T6 (T6 = O2 x 3 actual points). Final total Protection is then 59, meaning 12 points spent on Armor (55 < 59 < 60; 60 / 5 = 12). Total CHASE spending is 30, the maximum available within the range, and convenient for whole number percentages.

GREEN STAR WHALES

By HERETICWERKS
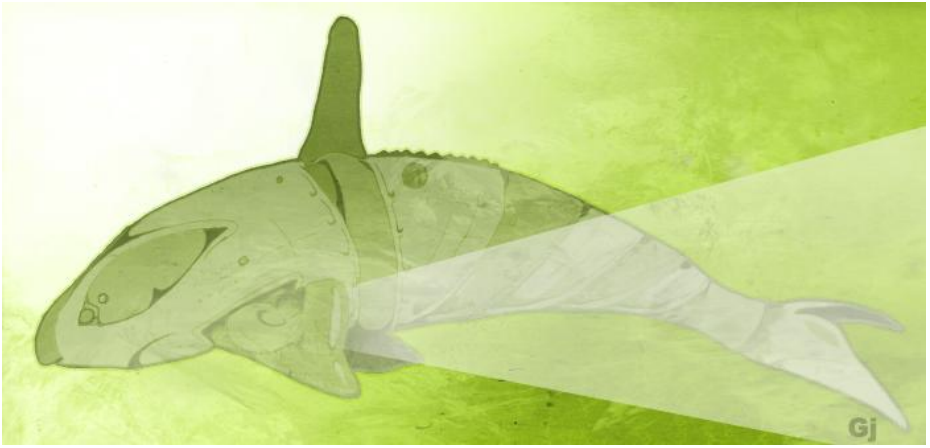
Three hundred years ago the cool luminous star Alpha Ceti appeared fairly non-descript and barely merited much attention by astronomers, aside from certain obscure pop cultural references and it being the favored star of a discredited eccentric who claimed to be the spokesperson for a collective entity she claimed inhabited the 'eleven orbital paths of Alpha Ceti.'. That was all before the Green Star Whales arrived in-system from **Sphere III** in the **Gamma Eridani** system. Over the course of three centuries, the Green Star Whales have reformed and restructured the Alpha Ceti system into a thriving Solar System Level Macrocology with millions of verdant habitats and other linked mega-structures to the extent that the immediate vicinity surrounding this solar system now appears to be a greenish haze.

Green Star Whales are descended from a hybridized sequence of aquatic mammalian genelines incorporating Orca and Dolphin DNA. Their nervous systems are augmented with organo-crystalline AI cores that develop in tandem with the inherent internal systems of each Star Whale, allowing them to learn, transfer information among themselves at light speed, and transfer identity/personality profiles when the need arises.

These beings are highly motivated, very intelligent and incredibly dedicated to their species' rather unique and idiosyncratic interpretation of the

Panspermia Doctine. It is their mission, as a collective species, to spread, scatter and seed life across the otherwise Empty Void.

It is also curious to note, if only for trivia's sake, that the Alpha Ceti system does in fact have eleven orbital paths, if one does not count the very minor debris cloud that has shifted outwards from Orbital Zone 5 due to some undisclosed and unidentified mishap or possible sabotage.

S.H.I.P.S. Data
Name: Green Star Whale
Class: Autonomous Interstellar Cyber-Cetacean
Speed: 1 to 4

Percent	Section	Detailed
40%	Shields	(1) L
10%	Howitzers	(1) Laser
10%	Interior	(1) Core-Mind (treat as Bridge)
40%	Propulsion	(2) Fluke-Mounted Drives (Unknown configuration)
100%	Structure	10

GREEN STAR WHALES SCENARIOS SEEDS

By HERETICWERKS

1. A rival genesect of the **Green Star Whales** is setting out from **Sphere III** to establish a new Dyson Cloud surrounding a new star. They have determined that there are already some squatters occupying one of the inner planets. They have hired your group to go in and ascertain just who these claim-jumpers are and to report back as to options and opportunities. You have two weeks to get results, after which the Green Star Whales must make a decision one way or another whether to begin dismantling this system, or to move on, again.

2. Some unknown agent has infiltrated the outer layers of Sphere III and begun to wage a covert campaign of sabotage. Three Hexes have been infected, sterilized or ruptured in the last week. The Green Star Whales have engaged the services of your group as a team of counter-terrestrial anti-terrorism experts. Your team's task is to stop the damage, determine who is responsible, and give the Green Star Whales a lead on who is behind all the destruction and mayhem. This could lead to just about anywhere...

3. A Green Star Whale has crashed on the fifth moon of a gas giant in an obscure solar system. Your group has been optioned to go in and recover the Green Star Whale before scavengers or worse get their claws and hooks into the creature.

4. The ruins on Midraka IV are said to have a buried and fortified dome-shrine that might or might not contain the preserved remains of a Green Star Whale that was very likely vivisected to reveal its technological secrets by the Iridium-masked teratological-priesthood who rule over this moon with nickle-iron fists. It *might* be possible to barter with these cold-blooded beings in order to learn more about the nature of the cyber-cetaceans. Some vaguely legitimate academic wants to hire you to go see what you can find out from these notoriously decadent creatures. You're not doing anything else, are you? The academics' money is good. At least that part seems on the up-and-up.

5. There really is a 'collective entity' based at Alpha Ceti and it is calling to you for help.

6. A pod of Green Star Whales has recently discovered a strange remnant of some previous civilizations' attempt to erect a Toroidal macro-habitat around an undisclosed star. The cyber-cetaceans want

to hire a discrete bunch of humanoids to go into the place and survey it for them. This structure was definitely built by some sort of vaguely humanoid species, but it has lain fallow and abandoned for thousands of years...if it is truly abandoned. That's one of the things they want your group to find out for them...

7. A rag-tag group of seemingly harmless pacifist-agrarians with some odd-ball beliefs want to engage your group's help on their behalf in petitioning the Green Star Whales to allow them to go colonize some small section of Sphere III. But why do these 'farmers' have crates of antique firearms and obsolete tactical armor?

8. A Green Star Whale has offered to help your group acquire and upgrade a small-scale cargo-ship for an errand it has in mind. You need to sign an NDA before it'll discuss any of the particulars and/or details. It might be legit...

9. Agents from the Military Authority of Graxus II have been making discrete inquiries concerning the availability of live specimens of Green Star Whales. Very large sums of money are often mentioned in connection to these inquiries. The whole thing is something of an open secret, thanks to the ineptitude of the 'agents' working for the Graxusians. It might be possible to get one of these agents to back an expedition to Midraka IV as mentioned in entry 4 above. No one really knows just what the Graxusians are up to, but it can't be good for the Green Star Whales.

10. A dishevelled and heavily bleeding ship-captain steps up to your group, drops a hastily-wrapped parcel on the table-top and promptly dies uttering the immortal words; "I hate sea food..." Inside the parcel are the partly disassembled components of a Green Star Whale fluke-drive. You have the distinct impression that more than one person is watching your table...

11. A forty-two pound lump of heavily skrimshawed tooth from what might have been a Lithusian Megashark that has been expertly carved into the semblance of a Green Star Whale is going for 12 credits in the local spaceport flea market. It has a false bottom...

12. There is an ancient Green Star Whale that slowly orbits the super-Jovian gas giant in the Sigurd system. It is said that if your ship draws within las-comm range, you can ask questions of the great old cyber-cetacean who orbits this place as a sort of oracle...

MISSION TRANSMISSION

Mission #2: FOUND

Setup

The players discover a strange container (in their ship, room, vehicle, etc. and no one knows exactly how it got there. Alternatively the container could be delivered to a specific character or vessel the character's are on at the referee's choosing.

The Mission:

The container is locked and sealed. No markings of any kind can be seen and it appears to be electro magnetically sealed. A small keypad reveals itself if the top is touched by a bare hand or something else of 98.6 degrees. The key pad has 12 buttons as usual but each is marked with a strange symbol.

The Complication:

The container is or contains (pick or roll 1d6)

1) Scanning reveals some sort of moving energy trapped within and it appears to be trying to communicate with players. Note the longer it is scanned the larger it is growing…what is it and is it friend or foe?

2) While the characters are attempting to figure out how to open it, 4 large men arrive dressed in black and request the case be turned over to them. They flash badges and appear well armed and official. These are actually smugglers pretending to be "official" and the characters have received a planet bomb by mistake.

3) Pressing the buttons causes the container to (roll 1d6): 1. Vibrate 2. heat up 3. Levitate 4. emit a piercing alarm 5. Glow brightly then turn black 6. Flash and the party and the box appear on the surface of a decaying planet in the middle of alien ruins.

4) The container is opened revealing a strange black lightless rectangle. It produces 1 replica every 6 minutes. When 6 are created a low hum begins, like a signal.

5) The box begins to sprout legs and move about attempting to gain control of the vehicle/ship/starbase. Each attack produces a smaller robot attacker.

6) Its empty except for an electronic keycard marked "Hartley"

ROGUE SPACE SKIRMISH

MINIATURE COMBAT RULES

Rogue Space Skirmish is a quick and simple miniatures based combat game.

To play you will need

- At least 4 six sided dice and at least 2 colors of dice
- Miniature models(models) and a playing area of about 24 inches by 24 inches
- One 12" ruler available per player if not using a grid map or hex tiles
- A friend to play with.
- Each space on a grid map or a hex tile is considered 1" for game terms.

Using the dice
Anytime you roll dice you are trying to roll a number equal to or LOWER than the number given. If you roll above the target number you fail in your attempt.

For example If my trooper attempts to hit a machina, and he has a Strength (ST) of 3, it means he must roll 3 or lower to hit. If he rolls a 4, 5 or 6 he misses!

Describing the Miniatures
Each model is rated in its abilities for: **Strength (ST)**, **Dexterity (DX)**, **Intelligence (IQ)** and **Movement (MV)**. The starting number in an attribute is the basic number you need to roll equal to or lower to succeed. Note an ability that starts with a 0 means the character cannot attempt that ability unless they have an item to aid them.
- **Strength (ST)** is used for all Hand to Hand attacks
- **Dexterity (DX)** is used for all ranged attacks
- **Intelligence (IQ)** is used for fixing, repairing, or solving problems
- **Movement (MV)** is given as a number and does not require dice use. The number is the maximum number of inches (or spaces on a grid map/ hex tiles) that model may move on its turn.

Weapons
Weapons come in two types, Melee for hand to hand combat and Ranged for long range combat. The bonus listed by each weapon is added to the models appropriate attribute.

For example, a trooper with a ST of 2, would add +2 when using an axe. Now his ST would be a 4. A trooper with a DX of 2 adds a Rifle which has a bonus of +2. Now his DX would be a 4 when making attacks.

Note a #/# means two attack rolls are made for that weapon when it is fired, but the target need only make ONE armor SV roll to survive. In the case of a DNA stealer, the #/# ST rating means it has 2 melee attacks in combat.

Equipment
Equipment can increase a models ability to complete a task. The bonus is added to the models IQ ability. For example, a technician with an IQ of 2 is given a Tool Box. The Tool Box is +2 so the human's IQ is now 4 if he is repairing something.

Med kit
A Med kit makes a knocked out model come back into the fight. Special items like communicators and surveyors will have specific uses based on the scenario you are playing.

Armor
Armor protects your model when it is hit successfully by an opponent. First, find out what sort of armor your miniature is wearing. Next to that is a save number (SV).

You must roll equal to or LOWER than this number to be protected from a hit. If you do not, your model is knocked out of the fight. Lay that model down to show he is KO'd.

Shields
If your character is using a shield, you roll 2 dice one for the armor and one for the shield. It is best to use 2 different colored dice so you can tell which die is for armor and which is for the shield. If you roll equal to or under the save number of the armor OR the shield, your miniature stays in the fight! A shield always has a Save of 2 or less. Note a model with a ranged weapon MAY NOT have a shield.

Playing the game
Rogue Space Skirmish takes place in turns made up of alternating **phases**. Below is the order of phases for each turn. Each phase is completed before going to the next. When the Melee phase is complete a new turn begins

1. Initiative-Roll dice to see who goes first this turn.
2. Movement-The first player, then the second.
3. Ranged fire-The first player, then the second.
4. Melee-The first player, then the second.

Phases of a Turn

1. Initiative
At the start of each turn both players roll one die and add their total number of active (alive, not knocked out) models to the total. The highest total goes first this turn.

2. Movement

The person who won initiative may go first OR make the other player move first. The player moving models may move all, some, or none of his models up to the maximum MV number for that model.

A model may not move through obstacles nor through other models. Once all models for one side have moved, the other player moves all, some or none of his models.

Rough Terrain

Some terrain such as rubble, buildings, hills, trees, swamps, rocks, streams and other types may be on the field of battle. Any model that moves into rough terrain must stop their move immediately upon entering the terrain.

On the next movement phase they move at ½ MV (rounded up) until they are out of the terrain. Note Machina and DNA Stealers ignore this rule for any terrain.

Moving out of Melee

A model may not move if he is in contact with an enemy model during the movement phase. You may only move IF you are not adjacent to an enemy model.

3. Ranged Fire

The player who won initiative may elect to fire first or have the second player fire first. The active player may attack with all, some or none of his ranged fire units. Any model with ranged fire weapons, ability, and is NOT adjacent to an opposing model may fire its ranged weapon once.

To attack, you roll dice per model's weapon used and compare it to the models DX score. If you roll equal to or lower you hit, if not it is a miss. It is best to go model by model to determine a hit or miss.

If a hit is scored, the targeted model rolls per its armor and compares it to his armor **SV**. If the roll is equal to or lower than the **SV** value, the model stays in the fight. If not, lay the model down it has been knocked out of the fight.

 Combat is considered simultaneous. If you knock out an enemy firing before its turn to act in this phase, it still gets a chance to fire on that players turn.

Once all ranged fire for both sides is complete, and all knocked out models for both sides are laid down, melee phase occurs next.

Line of sight and Cover
To fire at a target, the shooting model must have a clear line of site to the target with no blocking terrain or models in the way. A model is in cover if 50 to 75% of its length is somehow blocked or in cover.

The attacking model must add an extra d6 to each shot it rolls to attack a model in cover. To hit the target model, BOTH dice must be equal to or lower than the shooter's DX score. If either or both die rolls are higher, the shot

Shooting into a Melee combat
You may shoot into a melee combat between models, but add an extra die to each shot made. If any of the dice miss, the attack misses

4. Melee
The player who won initiative for the turn may elect to attack first or have the second player act first. The active player may attack with all, some or none of his models. Any model with a melee weapon, ability, and is ADJACENT to an opposing model may attack its opponent once, even if it attacked in the ranged fire phase.

To attack, you roll a d6 for the attacking model and compare it to the model's ST score plus weapon modifier. If you roll equal to or lower than the model's ST score plus weapon modifier, you hit, if not then it is a miss.

It is best to go model by model to determine If a hit is scored. If the target model is hit, the model rolls a die and compares it to his armor save (SV**)**. If the roll is equal to or lower than the SV, the target model stays in the fight. If not, lay the model down it has been knocked out of the fight.

Combat is considered simultaneous. If you knock out an enemy during melee phase combat before its turn to act, it still gets a chance to attack on that players turn. Once all melee attacks for both sides are complete, all knocked out models for both sides are laid down. When each player finishes melee combat, a new turn begins and initiative is rolled for each player.

Grenades and Missile Launchers

These are special weapons. When a grenade is thrown, it must be done during the RANGED combat phase. A DX roll is made. If successful the grenade lands where the thrower wants within 6 inches of the throwing model. All models within 1 inch of the target space must make armor SV roll or die.

If the DX roll is fails roll a d6. A result of 1 or 2 and the grenade lands 1 inch past the target area. A result of a 3 and the grenade travels 1 inch to the right of the target area. A result of 4 and the grenade travels 1 inch to the left of the target area. A result of 5 or 6 and the grenade travels 1 inch short of the target area. Then apply effects per grenade rules.

A Missile Launcher acts just like a grenade when it hits its target. Any and all models within 1 inch of the missile launchers strike point must make an armor SV roll or die. A miss mean the missile goes off the map doing no damage.

Psykers

The rules so far allowed you to play battles between conventionally armed forces. Once you are comfortable and familiar with those rules you can add Psykers who use mental powers.

Learning Psyker powers

Like weapons and armor Psykers will buy powers and items to use in combat. Psyker attacks are used by rolling 1 die and trying to roll equal to or lower than the Psyker's IQ.

A Psyker can ONLY use a power at the start of ANY PHASE (except initiative). This must be announced by the active player for this phase BEFORE any action for the phase is taken. The opponent must use a power immediately after the active player doe in this phase, or he may not use powers at all this phase.

A Psyker may use a number of powers in a turn EQUAL to his IQ (without Item enhancement.) So a Psyker with IQ 2 could use 2 powers per turn. Below is a list of powers along with their point cost to learn.

Powers

- **Hold (cost 1)** Psyker targets a visible model within 12 spaces and it cannot move this turn, but could still attack. This must be used in the movement phase.
- **Psyker Shield (1)** Target gets +1 to Armor SV for duration of this turn.
- **Psi Block (3)** Psyker causes the power just used by his opponent to not take effect.
- **Shatter Scream (3)** Caster targets a weapon within 6 inches and destroys it.
- **Psyker Field (3**) All adjacent models (friend or foe) get +1 armor SV for duration of this turn.
- **Fear (cost 3)** Psyker targets a visible model within 12 spaces and it cannot attack an opposing model this turn in ranged or melee attacks.
- **Poisoned (3)** Psyker targets a model within 8 spaces. Any successful attacks must be saved twice by the victim's armor. If either armor save fails, the models is knocked out.
- **Psyker Knife (3)** Psyker summons a glowing blade which attacks an adjacent Armor does SV, but at a -1 reduction
- **Psi Bolt (3)** Psyker fires a bolt of mental energy which strikes a model visible to the psyker on the battle field. Armor does save at a -1 reduction.
- **Destroyer (5)** Psyker causes armor worn by a target within 6 spaces to fall apart becoming worthless.
- **Freeze (5)** Psyker targets a visible model within 6 spaces. The victim may take no movement or attacks actions this turn.
- **Push(5)** A visual target within 6 inches of the psyker is teleported 2d6 spaces away into a space visible to the psyker and not occupied.
- **Awaken (10)** Psyker causes an adjacent previously knocked out model to awake and re-enter the battle.

Experience and advancement

Surviving a battle gives a model 1 point to spend. The model can add the 1 point to any attribute including movement. Alternately, the model may keep the point and on a new attribute called LUCK. Each point of luck allows the model to re-roll a failed die roll one time during a game. Once invested in LUCK it cannot be repurposed.

Scavenging

If a model is killed in combat, another model may scavenge its equipment or weapons. To do this, you must move adjacent to the killed model. When scavenging, the model is unable to make any attacks during that turn. You may want to use an equipment marker to show any equipment or weapons left behind. Armor cannot be scavenged

Picking forces for battle

Each player should be given the same point value to build his forces with.

- A skirmish would be 40 points per side
- An Assault would be 80 points per side
- A Battle would be 120 per side

ROGUE SPACE

Vehicle rules to appear in Rogue Transmission #2

Humans	Cost	ST	DX	IQ	MV	AR SV
Technician	2	1	1	2	3	AR type
Civilian	1	1	1	1	4	AR type
Trooper	3	2	2	1	4	AR type
Meta Human	5	3	3	1	4	AR type
Psyker	4	1	2	2	4	AR type

HOSTILES	Cost	ST	DX	IQ	MV	AR SV
Machina	8	2	2	2	3	5
Mach drone	2	1	1	1	6	2
DNA Stealer	5	4/4	0	0	6	3
Simian	4	2	2	1	5	AR type
Elfar	4	1	2	2	5	AR type
Elfar Psyker	4	1	1	3	4	AR type

Weapon	ST bonus	Cost
Knife	+1	1
Hatchet	+1	1
Hammer/Bat	+1	1
Crowbar	+2	1
Axe	+2	2
Sword	+2	2
War Hammer	+2	2
ChainBlade	+3	3

Armor	Save	Cost
None	1	0
Scout	2	2
Trooper	3	3
Heavy	4	4
Meta	5	5
Shield	2	2
Item	IQ Bonus	Cost
Tool Box	+2	2
First Aid	+2	2

Weapon	DX Bonus	Range	Cost
Pistol	+1	6	1
Shotgun	+2	6	2
SMG	+1/+1	6	3
Rifle	+2	18	3
Assault Rifle	+2/+2	12	4
Grenade	*	6	4
Flamer	+3	6	3
Missile Launcher	+3	18	6

...losing...signal...

So ends the first Rogue Transmissions. It is a mixed signal with all sorts of inspiring material to expand and enhance your Rogue Space game.

There is more material to come in a second transmission and many gamers just like yourself would like to have YOU contribute as well.

As you can see contributors get full credit and mention for their work, and I want to insure that this remains a free and useful transmission, but that means YOU have to be an active part of exploring the boundaries of the Dark Frontier.

There are no significant limitations to contribution regarding materials: A sector, artwork, adventures, new rules, strange beasts and aliens, new equipment or weapons, NPC's , or Starships..anything is possible and this first Transmission should show you the breadth of material that's possible.

Stop reading, start playing and creating, and then I hop e you will share with your fellow Dark Frontier Pioneers for Rogue Transmission #2

Email contributions to Roguespace@Frontier.com

END

TRANSMISSION